GOLD RECORD RACE™

THE OBJECT OF THE GAME

Create as many gold records as possible in the least amount of time.

Create gold records by moving your dancing shoes onto a flashing gold square at the right time. Each time you make a gold record, you earn a gold coin. Gold coins are used to play more songs and buy more time on the dance floor. Your score is measured by the number of gold coins you have at the end of the game.

MOVING YOUR DANCING SHOES

Use the joystick to point your shoes in the direction you want to go (you may move diagonally). Press the joystick button to jump to the next square.

In two player games, you must alternate jumps. Your shoes will flash when it is your turn. Coordinate your steps or you will lose time.

RECORD KEEPING

Your score is indicated at the bottom of the screen by the number of coins you have. The amount of time left before the game ends or before a coin is taken to continue the game is indicated by the music meter (vertical bar) on the right of the screen.

MAKING RECORDS

When you dance onto an empty square, a small record appears. Each time you land on a record it grows in size. Records will grow from small to medium to large and, in some cases, to gold. When you jump onto a record that has reached its largest size, it disappears unless it is in a flashing square. Then it becomes a gold record.

You can only jump onto a record that is the same size or smaller than the one you jump from. You cannot jump onto a larger record. So look before you leap or you might get trapped.

ONE-PLAYER GAME

If all the records around you are larger than the one you are on, you become trapped and the game ends.

TWO-PLAYER GAME

If you become trapped, your record will grow larger each time your opponent moves. Your record increases in size until you can move again.

GOLD RECORDS

Records in flashing squares turn gold when you make them reach their largest size. Gold records will stay on the screen until the end of the game.

Whenever a record turns gold, an empty square will start flashing—another chance to make a gold record. Make sure to leave empty squares so that flashing gold squares can appear.

In a two-player game, if there are no flashing gold squares, one player needs to create an empty square. Jump onto a large record that is not in a flashing square. An empty square will appear and start flashing.

THE MUSIC METER

When you make a record turn gold, you win a gold coin. A music meter at the right of the screen times your moves. When you run out of the time the jukebox will automatically take one of your coins to buy more time. If you run out of time and coins the game ends.

OPTIONS

To play again: Press the **RETURN** key or the **F1** key.

To change the number of players: Press the **F3** key.

To pause during the game: Press the **F7** key.
Press the **F7** key again to continue.

MAXION SOFTWARE CORPORATION WARRANTY POLICY

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